

BRITAIN'S BEST SELLING COMMODORE 64 GAMES MAGAZINE



OCTOBER 1990

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banned".
- *IGN* 10/10



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And the Time Machine demo finally makes an appearance: the crowd cheered and the band played a pig tape dance. But what was that? Two MOPE games: surely not! A single drill power event: my brain's melting and my joystick's breaking! THAT'S QUITE ENOUGH! Ed

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40 Starling Turtel about those hairy crawling, green Meas from the snobs from the man who brought you Fly Meas. Pore the Measured candy face. Dave Hughes? He didn't really we made that up!

52 FOREST RAVE

Who the hell are EM? What possible link could they have with the GUY? Absolutely none, mate! but they're a rather spelling book for you have a heart attack rack and roll. clancy kind of band with rather funny strategy!



ON THE TAPE - Watch Day II demo as you get used to the way and the style. Watch Day II demo as you get used to the way and the style. Watch Day II demo as you get used to the way and the style.



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Oh my god! Let a Luscio look on a page and what do you get?

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But First This..

☛ Cos... I've gotten all nostalgic. Why? Because I've just been looking through the old YCn and Your Commodore that I was connected with. Did you know that since we changed our name and style - we've given you (including this issue) 2 free denses, 1 free utility, and 27 free games. And did you know that we've reviewed 147 games (on average 18.575 games per issue), and all this is on the C64 only, you get the best service here.

But enough headsie headsie and only some real JUNGY subjects. Now that everybody has gotten over the World Cup, what better thing to talk about but the new football season! Here are my predictions for the honours for the season 1990-91. Division One Champions: Liverpool, FA Cup Winners: Liverpool, League Cup Winners: Liverpool, European Song Contest Winners: Liverpool. They'll do the lot matey, they'll do the lot.

And we've only got a couple of months until the end of the year and I still haven't got a calendar for this one yet, heave. I'll have to do my shopping pretty fast. The YC Wobbly Awards for 1990 will be run in January's copy, you can then vote for your favourite games.

Not an awful lot left to say apart from a couple of staff changes. Ashley Collier-Carns is now my secretary in command, which still means he makes the tea, and we welcome back an old face in the form of Mark Newton, our old designer at Argus. His transfer fee has only just gone through and he'll be doing his old thing on the magazine in the future, probably.

I'm off for now, but keep your ears to the ground, a few big things are happening and you're gonna want to be here when they happen.

Rob Henderson



DATA

W I L L I A M S M O T O R S S I M P L E A N D E F F E C T I V E

MUNCHY BOX

 Goo, Commodore has joined the rest of the computer world in announcing a brand spanking new console, and this one is based on our very own C64, 600.

For those of us with C64s this means very little, apart from the fact that companies will now be producing games on cartridge too, at a pretty high price I should imagine. The console itself, you see, has exactly the same specifications as our favourite machine but without a keyboard, just a dirty great slot in the top to stick your

games.

For the cost of £99.99 you get the machine itself, a 'game controller' (a joystick to me and you), and a four-game cartridge containing Klax, Fendish Freddy's Big Top O'Fun, Flimbo's Quest and the old favourite International Soccer. Another 100 new cartridges are expected before Christmas, and these will slot in the back of your C64 or C128, if you could be bothered.

So what does the future hold? An Amiga console? The eventual phasing out of our Gernsey 84? A cartridge slot in the front of YC? Who knows?



STUMP COLLECTING

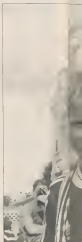


Challenge Software, most famous for YC

Fun One's Triple Champions and Cocker Mazing, has now announced yet another cricket game, but this time with the sponsorship of that world famous England and Hampshire batsman, Robin Smith, who?

One . Well, he's got a beard and he played rather well against the West Indies in 1982, and apparently he's got a wonderful sense of humour and is respected in cricket circles, or... yes!

And in order to capture the market at just about the right time, Challenge is releasing the game around... Christmas, just when the cricket season is in full flight? Yes, we're as baffled as everybody else! It'll be a stinker of a game though, if it's any bit as good as all the rest of Challenge's games.



MAN YOO, MAN YOO, ERM... MAN YOO!

 On Saturday August 16th, our own Rik and Peter Calver from Audiogenic Software took Alex Mead from Braham, South Devon and his mother to the Charity Shield at Wembley. Why? Because Alex had won the Emily Haydon compo that we ran in the June edition of your favourite magazine.

Luckily Alex was a Manchester United fan



and they all had a slap-up meal and then sat in even-so-expensive seats in order to watch the team done 1-1 with Rik's team, Liverpool! Great fun was had by

all apart from the fact that they were in the Manchester end, so when Liverpool scored Rik had to celebrate in silence. A good result on a brilliant day.



ARTY PARTY **ES**



So who's this **INGOMESU** person? What does he do? Well, if you take a look at some of the artwork on this page I think you'll get the idea. Yes, that's it: He's an artist.

But not an ordinary artist, no—some **INGOMESU** paintings have art on the Amiga (I don't do one of them expensive computers) and prints it out using an inkjet printer, and I think you'll agree with me that it is very effective. It sort of gives it a Cyberpunk effect.

He's recently had exhibitions in West Germany and Austria, and some of his paintings have been sold for loads of cash by an Austrian museum! What we want to know is, when is it going to come here so we can buy some with our YC expenses? Erm... **HOW** much?



ES 99 on tape, and **ES** 14 99 on disk.

Another September release for Gornark is **TNT**, a compilation of two 'banger titles: **Hard Drive** (never released on the **OS4**, 'babe' (Err... Not too hot), **APD** (pretty cool), **Dragon Spirit** (okay), and **Kybots** (pretty hot people stuff), are all on



IT'S THOSE DONS AGAIN



Who the blinking dip are these twy? Oh no, not the Dons again? Oh yes! And on I that a Lotus Sport they're standing in? Coo, things

are certainly looking up in the world, so much so that they have even had to take they're shoes off to stand in the car, poorey!

All this malarkey is in order to promote the late-1990s game to come from Gornark, **The**

Spy Who Loved Me, is revealed in YC August 1990. Further news is that the game will be released in September sometime and will cost

£, and it must be worth it to see why **Hard Drive** was never released alone. I'll be £14 99 on tape, £19 99 disk.



NEW... ER... OLD DESIGNER

YO gets itself a new designer in the form of its old designer Mark "I'm NOT in a panic" Newton. What does this mean? The team are BACK in force!TM And you'd better believe it!

BREEDING KIDS

Activision has had a few, how do we put this in order to sound positive, a few probes recently, but not being able to be down and write the company has two new mega games coming our way.

Dragon Breed is a companion of the wicked item arcade machine where you get to ride a big, wobbly dragon who is made up of 13 segments to give it an even more wobbly effect. It is a sideways scrolling cutesy game,

with a definite Japanese feel, and if it is any bit as good as the cover-up we'll be shooting yipes until the cows come home!

Another big arcade hit was Atomic Robokid, and this too is coming our way. There are 21 levels of, also, Japanese flavoured fun where you fly, walk and blast loads of meemies. And you'll be able to read the review of the game in next issue!

Both will be available at November at the prices of £9.99 for tape, and £14.99 for disk.

COIN OPERATIONS

Do you spend all your dinner money in the local arcade? Do you hang around the neon houses looking for cheap thrills? Do you hassle your parents to subsidise your addiction? Well, here's further chance to do so in the shape of a new arcade.

Electronics, arcade supplies and software house, has opened a new arcade on Tottenham Court Road

entitled the 'Casino Leisure Centre'. The company promises that it will house the latest in games, and the new Neo Geo system, it will even have some games that'll take months to appear anywhere else.

If you're in the West End, pop along and spend all of your cash, it is indeed the only way to preview games that I won't appear on your Gammy anyway.

It is based at 69 Tottenham Court Road, right next door to Goodge Street tube station.

THE DREAM TEAM

So what does the YO news team like to eat in the mornings, before they head out of the house.

Pin "Red Baron" Handicaps

Pin Red Baron Handicaps. They mean love the rolls between... that and a can of coke, two packets of Mornin' Munch, and couple of Thelma Jane. When he was asked why he was so into the coffee. Oh, I don't eat them, I like it on my chest to eat if my hair goes!

Anthony "Tom Cruise" Carter-Gibson

Anthony is a multi-talented heady breakfast man, using Honey Nut Loops, Karing a Mornin' Spills, Smoothies, Strawberry Whirls, Honey Puffs and several other types of breakfast, all in the SAME breakfast!

Barney "George" Gardner

Barney is a more conservative breakfaster. He likes a hard roll of Mornin' and a can of coffee-free coke. Occasionally we see him munching on some bran flakes, but you're likely to catch him with a chocolate croissant in his goit.

THE SCOREBOX

Readers are guaranteed savings in the form of a wonderful handy scorebox to save the change/choice from a 10 to 10 in price (because it was once fashionable).

1 **Snappers** (out of 10). This is a classic from the games world in price/performance ratio.

2 **Rebel** (out of 10). Does the score go up? Or the score? Or the score?

3 **Flender** (out of 10). This is what you think the highest aspect of games is. Don't get your attention caught only? Or is it not? Or is it not?

4 **Hard-core** (out of 10). Hard-core will be the game when your interest? Or not? Or not?

Overall (out of 10). This is the personal rating given by the readers of this game. It is the game.

00-01 This game is so popular that the only reason anybody would ever want to play it is to play it.

00-02 This game is so popular that the only reason anybody would ever want to play it is to play it.

01-03 Not too bad, and probably somebody else of it, although it is better than the other.

04-05 A good game when you play it, but not too good, it is not too good when you play it.

06-07 Not too bad, but probably somebody else of it, although it is better than the other.

08-09 Not too bad, but probably somebody else of it, although it is better than the other.

10 This game is so popular that the only reason anybody would ever want to play it is to play it.

skorebox



overall **84**

U.N. SQUADRON



US GOLD -
\$9.99 Tape,
\$14.99 Disk

The Middle East is not the most friendly of

places at the moment, and according to U.N. Squadron the World demands an end to the bloodshed. Who do they want? Well we don't know, but we don't like!

Talk about being! There's a old Lebanese Muslim traveling around the Middle East, prodding all kinds of hostilities and US Gao decides to release a Middle Eastern battle shoot-em-up. But I suppose it's not really their fault, I mean it is an arcade conversion after all and anyway there's not a single real-dealer is right, no British hostages in hotels, or refugees fleeing to other countries. That time there's a man and that's before the game that is indeed possible!

The army dealer, like guys who make large and mostly unhappy

out of old cereal packets and washing up liquid bottles, not people who deal in weekly armed force taken over. This is because there looked like an end to the civil war and conflict that has been taking place in the Middle East for many years. I think it's a little worse now, don't you? and they can't have that, nobody would buy their latest megadeath machinery, do they? we had loads of big tanks and other awesome nasty weapons and they plan to take over the entire world so that people will have to buy their equipment of weapons from them alone. Good, you can't find anybody these days, can you?

This is where the three bravest men in the world come in: Not Lamp, Mo and Garry, but three pilots who are willing to risk their bacon against such events. There's Mickey Simon in his F-14 Phantom (a speedy little number with big bloody guns), John Kuzama in the F-20 Tigerhawk (a speedy little number with big bloody guns) and Garry Gato in his A-10 Thunderbolt (a speedy little number with big bloody guns) and they have to fly into the battle zone, kill just about everything and fly out again without hospital, a comical converse they'll probably have to pay the gas that they're fighting for new equipment.

How do they do that? Well great difficulty probably! But try this must and try they must certainly will do. Or at least you will, because surprise surprise it's Gato, um, you get to



How come don't they about some rather strange legs too? A real surprise, don't they? I'm a bit of a human technology fan? Look, I've got a million a little to get back of them! I've made my mark out, the best you could do to give me a hand! How about a little project?



Fax

There's No Arm in it

Arms are not often found in second-hand shops, they are normally kept in an armory, which is no mean feat.

Running around with your arms extended, and whistling the tune to The Dambusters will not only make you dizzy but will probably end up with you locked in an institution, so it's probably not a very good idea.

skorebox

	8		9
	8		8

overall **87**



choose which character you wish to play in this horizontally scrolling away-the-flag-out-of-everything-are-up.

At the beginning of the game you are three guys growing steadily. Once you've seen what's coming up and you must choose one of them. The game rolls out onto the runway and you find yourself shoved out into the action with a gun-shooter to fend off the enemy. And it is here that you realize that this is really a stock shoot-em-up in theory. There are waves of enemies that come towards you, ground enemies that fire missiles up at you, scores to be collected in order to later keep it for better weaponry, and end of level bonuses that are several times bigger than yourself, and essentially that is about it.

But what makes a good shooter is

the gameplay, and *Fun One* Squadron has a lot of that. The attack waves are fast with a couple 'fies', and the levels get very demanding indeed. The only weakness, when you buy in a shop at the end of each level, allows you to do some really funny fighting, and there is the added bonus of being able to have simultaneous two player action (a bit like *Salavento*) with each player (with his hands firmly gripped around his joystick) taking the role of different characters.

And the graphics are not half bad either, with smooth scrolling and speedy sprites, and the main end-of-level guardians are very well drawn indeed. Sound is fair, and the entire game, although affecting very little that is new, is a very good blippy. Now run along and buy it, you deserve to be!

MEGABLAST

Got itchy fingers? Bored with perfect games and flight sims? Worry not, offbeat. The 64 had its fair share of classics over the years and here with a helping hand and a ready trigger finger is Sean Kelly's guide to some of the best shooters ever released for your mean machine.

What is a shoot 'em up? That is a question that has vexed many a philosopher over the centuries. Well, this is a bit. It's a bit of a vague question, really, since the answers obscure. It's anything that requires bigger, all brain power and crashloads of joystick mashing. Oh, and killing things too. There's got to be lots of things dying, exploding, bleeding, having limbs ripped off or being forcefully ejected off their mortal coil in some other equally violent but entertaining manner. And a bit more carnage on top of that for good measure, otherwise it's no use. You can be killing along, walking or even floating, but as long as everyone around you is being blasted to bits, it's a shoot 'em up.

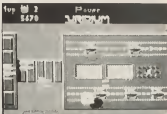
So what makes a good shoot 'em up?

Lots of killing, loud noises, big aliens, massive levels, lots to do and so... That's about it.

So how can you tell if it's good? Simple. Check out this guide. There are several factors that contribute to a good shoot 'em up, five of which we will mark the games featured here on.

GRAPHICS

Do the aliens look menacing, or do they look like they could be given a good kicking by the Acropolis and Delver over Savante Hambling Society and Cossack Club before they'd enter their Montezuma? If the answer's yes, then bin it.



Vendetta: One of the best shoot 'em ups in the world, probably!



SOUND

Do they sound like a bad recording of someone talking down a dodgy telephone line, or is it a case of 'Whoooo there go by vendetta... I don't expect I'll ever see them again really, whatever you blast me away if it's the latter, then the game's passed it's sound exams.



SCROLLING

Although it doesn't appear in every shoot 'em up ever, in those where it does it's mega important. What we want here is something smoother than a Nat King Cole record, as opposed to something with more jerks than the Rylee Henrage fan club.



ENEMIES

There's nothing more boring in a shoot 'em up than aliens that are merely pretty things waiting to be laid, unless they slowly follow the same flight pattern, or worse you only get two on a screen at any one time. What we want is seventy-two thousand shots all heading for your ship.

and all kind having missiles at you. That way, when you clear a screen of them, your minds feel rewireshopping at your feet rather than saying 'Only level six? I got to level four hundred and seventy-two on my first go! You're crap!'



FIX FACTOR

Does your hand become convulsed to the point of? Do you come out of your beddream to a reality that your get dog starts to attack you, could he thinks you're a bumble? Do you set your alarm clock to wake you up during the night so that you can have one more go? Is the only way to get you away from your computer to prize your fingers from the joystick and take a hammer to the power pack? If the answer to any of these questions is yes, then the game has a high fix factor. If however the game results in the mere thought of going within ten yards of your computer binging you out in a cold sweat, then the fix factor is round about ten.

ONE DAY AT SCHOOL ...



OH NO! NOT MATHS AGAIN!



AND MR JONES IS SUCH A ROTTER!!



YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?

YEAH?



I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED

AND HOW MR JONES LET'S EVERYBODY COPY SOFTWARE AND EVEN DOES IT HIMSELF?

THOSE THEY GET HIM!



WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT



THEN I'LL SHARE THE REWARD WITH YOU!!

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FOR INFORMATION LEADING TO A PROSECUTION & CONVICTION



ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

TELEPHONE 0628 660377





Salamander - Here on Judgment!

Finger what what they used to be

Q Yes they are, except they're not as old. In the sheet, am I up on this? Though it's a fact. Some of the best shooters around are a bit past their sell-by date. This is no bad thing though, cause this means that some of the best shooter jumpers are to be had for less than their paid **THREE GUINIS**. That's the price of two pints and bag o' fries at my local, so there's bargains to be had and no mistake either. So, without further ado, let's get straight into the blazin' bit.

SALAMANDER The Hit Squad £2.99

This one, for those not as, that know started life as a pretty hot Roman Game. A few years ago, it's a no messing. By the end of the level before causing the big nasty type game is its absolutely crisscrossed of action. Destroying a wave of enemies will leave a bonus weapon, most of which are useful, and some of which are a absolutely essential. In addition to the usual left to right scroll, it's even got some sections which are vertical shooters.

Salamander's got just about everything you'll need to keep you starting the ages. If you haven't got it, then it's a absolutely unmissable at three quid, and if you have it, it's absolutely it out again and you'll be surprised at how fairly into it still is

-  **1** They won't ruin the world, but are perfectly suitable for the game.
-  **2** The latest play and the in-game effects are fine.
-  **3** It could just be.
-  **4** Some useful and imaginative total guys and how to negotiate.
-  **5** It's too. A totally spot on conversion of a good arcade game that's a massive bargain at just three quid.

TURRICAN Rainbow Arts £0.99

This one is spot. It's enormous. You wouldn't better with the screens, but checking out the instructions is a must. Cause this one needs so many hands on so many buttons even an octopus would have trouble. That's normally a bad sign with a shoot 'em up, but this one's different, cause after a while getting the right weapon for the job is intuitive. In Turrican, the aim is to work your way through the world of Turrican for some reason or other, negotiating the literally hundreds of hazards and enemies as you go. You'll find yourself leaping over mountains, pling caves, jumping over waterfalls all within about five minutes of loading.

There's a hidden bonus all over the show, and a quick way of your laser beam should be activated at every possible instance in order to reveal them. This one really is state of the art and no messing. It combines rapid shooting and

hacking, and Menesque hidden bonuses. An absolute must buy even if I have to sell my hammer into slavery.

-  **1** Tons of colour, tons of variety and tons of power force.
-  **2** Pretty excellent on this count too.
-  **3** Smoother than P&S after a couple of pints.
-  **4** Tons of 'em, and all after killing you.
-  **5** You'll be playing it from now until Christmas.

CYBERHOID The Hit Squad £2.99

Another bargain, this one an aggro classic courtesy of Ref Gizzo and Heaven. This one differs somewhat from the standard, as that instead of scrolling along and hacking your way through more upon wave of baddies you negotiate a number of rooms. It also deviates from the norm because instead of starting off with one basic weapon and collecting others as you go, you start off with five different weapons, including herring missiles, mines and bouncing bombs. As you work your way through the rooms, you'll need to figure out exactly which weapons are best for which particular room, and how best to use them all economically.

It's got some brilliant graphics, messy sound effects and a brilliant tune. If you like to use a little but not too much brain power along with your shoot 'em up, then Cyberhoi is the one to go for. Absolute. What more could you want?

-  **1** Nothing stunning by today's standards, but some brilliant effects all the same.
-  **2** A tad tame, and some good sound chunky explosion.
-  **3** It doesn't. Not even in the slightest.
-  **4** Not particularly clever, but the sheer numbers and limited space make the game tough.
-  **5** If you allow yourself to get addicted to this one, how you could life goodbye.

ROBOCOP Ocean CD-99

This starts a bit odd for a full-price game, but was rated about the top of the charts for ages, and particularly so. The controls are a bit awkward at first, and take some getting used to...but once you've figured them out, the game is a lot more

straightforward. It's on-foot and on-foot shooter, in which you, as Robocop, stroll along a sideways scrolling street blasting the badies who hang out at the windows and approach from either side of the screen. At the end of the levels you'll have to blast a huge BBOB, no easy feat, believe me. After each main level, there's also a couple of mini-games thrown in for good measure.

The fun is pretty excellent on this one, and there's an even quicker sampled Robocop thrown in for good measure, although it's not exactly stunningly clear. The graphics aren't exactly crystal clear either, but there's a tone of colour and the animation on the BBOB and the Robocop character is pretty impressive. An all time classic.



B Fairly dull, but the music is pumped up by some impressive transitions.



D A good tune, and some good sissy-effects.



A Nothing special, but good enough for the job in hand.



F Not exactly the most difficult opponents to kill, but the sheer numbers keep you busy.



D Although not scoring immensely in any particular department, this whole lot goes together to make an excellent game.

DELTA Thalamus

This one is another blast from the past, but one of those games, like *Gliders*, that was completely revolutionary for its time, and wiped the floor with all the competition at the time. And unlike its sequel *Somson*, this one really has aged well.

It's a left to right shooter, where blasting a few complete waves of aliens will access a number of power-ups, the number dependent upon how many you blast. One neat touch is that all the power-ups that you can't access still appear on the screen, but you must avoid bumping into them otherwise you'll be dead! The graphics look lovely (unimpaired now, and a bit boring, and the sound effects don't exactly thrill), but the tunes are good, and it's still fairly fun with heaps of playability. Still a surprising good game, and it's available on a Thalamus compilation along with five other classics including *Armalyte* and *Somson*. Another 'no sell' respecting Commodore owner should be without game.



F Some good laughs, but lame for the most part.



A Average sound effects, but good tunes.



D When it needs to, it shifts the goals of a mission.



F Lots of different ones, and some unusual habits to negotiate.



D Not another corker.

URIDIUM Newton

This is another of those games that was absolutely revolutionary for its time, it followed the usual Heinex formula of having most level of the main game

alternating with a short sub-game. The sub-game's nothing to write home about, but the main game will blow your socks off. It's left to right shooter, with your command like an arrow cursor. The aim is to survive for as long as possible blasting the waves of aliens that attack you, before being generated command to land, at which point it's a race to get the ship docked before the whole lot explodes.

The game is magical, and has some brilliantly smooth scrolling and ultra-high quality graphics. The game provided the Commodore with one of its finest hours.



A High resolution and battery life alone.



D Some high quality music complemented the game.



10 The best.



D They are magic, but, it's a little tedious after a few hours.



B Another one that will keep you glued to your Commodore.

SILKWORM Virgin Mastertronic

This one is apparently an arcade conversion, although I must admit to never seeing the arcade original. It's not half as good as the 16-bit version though, it must've made tons of money.

The aim, as usual, is to guide your ship in the form of a helicopter along winding scenery blasting everything in sight. Some of the bad guys in *Silkworm* take some real beating, and the one really requires another full trigger finger. The helicopter theme works surprisingly well, and the graphics are excellent. The game has the advantage of a two-player mode where the second player gets to drive a jeep along the bottom, and decent team work can make a real difference in how far you get in the game. Impassable.



D A good theme with some.



B Lots of pleasing landscape scenery, and all the usual stuff.



D Not stunningly fast, but it doesn't need to be anyway.



D Some really devious enemies keep you on your toes.



B Not the most brilliant of the bunch, but the two players really adds a lot to the game.



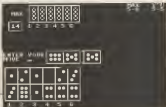
ON THE TAPE

The VC tapes are getting even more radical, bodacious, wicked and other terms of complete funkiness. And you even get the playable demo promised last month!

RUNNING ORDER

Side A: *Dominos, Liberte*
Side B: *Time Machine Game*

Championship Dominos



An ancient game of strategy and cunning wit, but wouldn't be able to play it itself!

While sitting in the comfort of your home you can have a game of dominos with Max and Jon at one of the two levels available in this excellent domino game.

The game uses a double six set of dominos and takes out all the drudgery of shuffling and starting the game as the computer decides who holds the highest double, or the highest value, if no doubles are held by any of the three players. Player three is the human contestant of course.

To make the game as realistic as possible predefined characters are used to display the side of the dominos including colours.

As the screen area available is limited certain changes to the game layout had to be made but these were carefully considered so as not to detract from the pleasure of the game. Only the last domino played at either end of the line is displayed. However, as a domino is played the value of the domino is added to the appropriate column on the right of the screen. This allows a check to be kept of all dominos that have been played helping you to decide on your move.

The block at the left of the screen with a number in it indicates the number of dominos left in the pool which can be drawn if necessary.

LIBERTE

By Paul Eaves (the kid of ODU)

Back in the early days of the 84 adventures had a huge following. The big problem in with writing adventures however was the large amounts of memory required for the text. All sorts of techniques were employed to overcome this. One day a software house called Galeb produced an excellent program called THE GULET.

Suddenly, the world opened up to all sorts of adventures. Unfortunately, the MSX26 system, people did not really

use it to its full potential. LIBERTE is one of my offerings. Please remember, this program was originally written way back in 1985.

Liberte employs the usual verb, noun input but you can use extended commands for effect. For example you can say either "Take gun" or "Take the large machine gun".

The scene is a prisoner of war camp in France. Your job is to use cunning and stealth to break out of the

camp. Once safely outside however, your task is not over because to succeed in your escape, you are required to join up with the Resistance and help them destroy the local Gestapo HQ.

All your powers of concealment will have to be required to complete your mission for during the day and night, German SS patrols roam the countryside at random. Do not get picked up more than once - you will not be able to carry out your escape if you are killed!

As in real life, it sometimes helps to be in the right place at the right time and it always pays to have a good look around first. (More hints!)

As is standard on all adventures, game there is a save game option. Good luck to you, may you be

SIDE A: DOMINOES/LIBERTE
SIDE B: TIME MACHINE DEMO

DOMINOES/LIBERTE/TIME MACHINE DEMO

YC TAPE 9

DOMINOES



LIBERTE



TIME MACHINE
DEMO



YC
TAPE 9



TAPE PROBS!!!

If you've got probs loading your rather spiffing YC tape then you'd better return it, fckily split, to: YC TAPE 9 RETURNS, INTERPROG GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON BRIDGE, WOT 40W.

TIME MACHINE PLAYABLE DEMO

Err... Put an awful lot of rain for this one, eh well, go and read the manual in fact about your sciloby (or any) god!



YOU CAN'T.

> EXAMINE CASE

THE CASE IS FASTENED BY A BEANS CLIP.

> OPEN CLIP
YOU CAN'T.

> EXAMINE LOCKER

THERE'S NOTHING UNUSUAL ABOUT IT!

> OPEN LOCKER
OK.

> I

YOU HAVE IT YOUR DESPATCH...

4 PMT OF DISPATCHES
ARE NOW FLYING SOUTH (WARR).

>

successful

MORE HINTS
In addition to the
standard
commands

found in most
adventures (a
to Z) and you
may find some
of the following
special
commands:
useful verbs:
Walk, Out, Say,
Throw, Get, Hide,
Board, Split, Pa,
Search, Cut, Pa,
Bladder, and
above all - brush
up your French



IMAGE WORKS
• \$19.99 Tape,
\$14.99 Disk

Hey, what's this? Have I gone back in time, to 1985, or is this just another lukewarm film teatime?

On today's day that the big news of the summer scene has been released: Back to the Future II is just one of those great latecomers. Will the movie sell? The game or is it going to fail, just like Michael J. Fox's looks?

Well, oddly enough the film wasn't the phenomenal success that everyone expected it to be. This is due in part to the fact that BTTF II was released about six months after part I, causing confusion and a seeming lack of interest. The game comes right at the end of the whole confusion that the film caused so perhaps it's a little late to make the most of the interest generated.

Whether it is or not, I suspect that after part I film fans people in the street (and a good) will wait for reviews to appear before buying the game. I hope so, at least, or else you may fall into the trap set by games like this one.

After BTTF I the weird professor, Doc, comes back to the present to tell Marty that his future children need his help that in going back Jennifer (Marty's future wife) gets into the house and comes close to making history. This could be really amusing to you in going to have to save the situation.

The game comes in five levels which seem to be very thinly connected indeed. The first screen is okay, a scrolling skateboard section. You have to get Marty to the house, avoiding the various hazards. Other boards try to kill you but there can be punched out. You can jump over



Microsoft is only game horror! Back to the Future II wasn't that bad as a film but it doesn't make out it as a game that you can't have everything can we? I mean, you've already got Blade Runner and the Teenage Mutant Ninja Turtles!

BACK TO THE FUTURE II



One skate and you've gotta head Marty to the toilet check!

Fax

Sticky Moments

A cassette that has had the tabs removed can be written over by sticking bits of sellotape over the holes. This may come in handy if you've already bought this game.



EFUTURE II

the hawks either forwards or backwards, and some turn up which can be selected for bonus points.

The problem with the level is that almost everything - including hawks, bats, bits of meat and drinks - drain your energy. The game won't really bog enough to avoid the distraction so you'll end up dying more often than not. It's a really frustrating level of the game. It's also repeated later on level five, only harder!

Many 'average' games players won't even have the patience to get past the first level. However if you do you are rewarded by a logic puzzle in this level you have to get Jennifer out of the house. This is done by guiding her through one of a choice of doors and by watching what the rest of the family do as a result. After such an arcade-based sequence this doesn't come easy as it requires brain work.

It can be very frustrating to have battled all through the first level only to find the logic puzzle and have to restart! With a lot of thinking you will probably spot the pattern and get through. Now it's back to the woods for a bit of bird-slaying.

fighting This section is a little like Dragon Wars and similar games. You have to fight through Bill's henchmen.

The screen scrolls from right to left, and soon you'll be plunging your way into vicious combat. The level is quite fast at first but it soon gets dull as there is no variety to the action. Once you've beaten up a few hundred very similar-looking bad guys you have to complete another logic puzzle.

This fourth screen is like the



Small urban apartment, fitted with (early 20s) modern woodwork, stone, beautiful tiles and several fixtures, living room and patio (outdoor).

game is. Apart from the skateboard sequences, which could be said to bear relevance to the film, the game is a bunch of rehashed game ideas loosely get along with the theme of the film. If you manage to get to the end of level five there is apparently another sixth level. Somehow I doubt that anyone will bother!

If you're a fan of Back to the Future you'll be very disappointed if you're not you'll be very disappointed too. And if you appreciate value for money then you'll feel ripped off by the whole thing. *Awed*

skorebox

6 5 4

2 3

overall 56

r
e
v
i
e
w



KICK OFF 2



**AMCO - £8.99
Tape, £14.99
Disk**

**Rik has just
gotten over
THAT game,
and look what's come along!
No well, the sequel has got
to be better. It couldn't be
worse, could it?**

Yep, this is the sequel to *THAT* game. Yes, this is the footy game that everybody wants to see. Yep, this is *Kick Off 2* (just when you thought it was safe to go back to the footy field).

And the good news is that this sequel is fast, far better than *THAT* game, which to be honest was rather a floppy cucumber when it came down to it. All the errors and bugs that made the predecessor unplayable have been ironed out and once dry the game is whiter than

white, and beautiful too, but then again it's not *THAT* good!

Scoring isn't too difficult now, the action is mighty fast and furious, and the scoring matches up to the speed. You control the clearest man to the ball, but sometimes the control falters slightly, and you can jump, slide tackle or kick (if you have the ball at your feet). And that is about it for the controls on the field, although this will take some getting used to, unlike most games of this ilk, the ball is not stuck to your feet like you're just trotting on a remarkably sticky pair of bubble gum.

You can also have your players chopped down like trees in the Amazon that stand in the way of fast food baskets, or indeed you can perform the fouling yourself. You can even have players sent off, although at times it seems as if your players have miraculously reappeared on the pitch in an effort to prevent you from raising 22-0.

There are loads of options, and several types of competition you can

play in, including the World Cup (as an opponent or if) and you can have all the teams as computer controlled, or human, it's up to you. The options allow you to play on different types of playing field, each



And the players are on the pitch, the crowd thinks it's all over!

of which have varying effects on the bounce of the ball, and weather, which affects the wind (by taking a

THE COMPLETE GAMES CENTRE



**ODS -
£12.99 Tape.**

**10 games in
one collection?
How on earth
could Rik**

**emerge from this software
overdose? He finally came
out with a smile on his face!**

Couldn't particularly a company known for its variety of games software be ready to distribute its single board games that require a little more technical matter. Blue Moon, the company's budget label, on the other hand had many such games and just about all of them are collected on one compilation along with the best games ever (in my opinion).

Wizard's Lair is a game much in the mould of the old spy-cy classic *Atto Attack*, and if you've never heard of it before then you have certainly missed something. It is a

top-down view, very fast arcade adventure with tonnes of things to kill, and not a lot else to do. The graphics are very Spectrum like, but the game's not fast like!

Hi Q Qu is very, very similar to *Three Percent*, so if you like that sort of game then you'll be well away.

The Ice Temple is one of the weirder games of the pack, and is an arcade adventure that I could do without. It is like many budget games before and beyond it.

Then there's *Steve Davis Snooker*, a game that's been knocking around for quite some time,

and until recently it has been the best snooker simulation to appear. It is not a masterpiece though and is a great addition to anybody's classic game collection and to the compilation too.

Antark, which has previously appeared under the name *Millennium Shunter*, is a simulator of that flinging light machine that resides in most bars and clubs up and down the country. Not only that but there is a construction kit too to allow you to design your own bumpers (I would say look at this point if I were so inclined).

Fax

Wizardry

Brian Clough is the manager of Notts Forest football team and although he has a list, he is yet to prove himself as a wizard. **Steve Davis** has about as much charisma as the Ice Temple.

powder or something) but essentially these don't seem to alter the game much at all.



A close up of the action, with...rather boring result!

mean. The sound FX too have very little to offer.

This is not the best football game.

skorebox

1 6 7

2 6 8

overall 77

but it's certainly worthy of being in the pack. I think I'll wait for Kick Off 2 until I get my kicks (yeah, yeah, with power)

Fax

Overall

Kick Off sounds surprisingly like a very well known swearing phrase that we cannot abhor in this neighbourhood.

If you kick somebody in the shins very hard you may very well hear this phrase repeated many times.

The graphics are very fast admittedly, what I won't admit to though is my liking for them. They are more distracting and look as much like footballers as they look like cards found on the dark side of the

Bar. Billards almost up and is an accurate version of that sport! But was once a popular pastime to play when real life was FOGAL, yie. It is sort of a CDMA

between pool and skittles and apart from the graphics this is pretty good fun.

Syntax is a challenging shoot-em-up, that's not really that challenging and not really that good.



skorebox

1 NA 9

2 NA 9

overall 92

he is a probably best left well alone!

But although I'm not the greatest fan of text adventures, Japan from Interscope and Castle Bluebird seems to be reasonable, but I didn't get far so I can't really say much.

Wulfpack is a wargame based around the original world war and submarine warfare in the Atlantic in that era. It's not bad, and is pretty playable with lots of different kinds of gameplay to be experienced.

And now to my most favourite game ever - Brian Clough's Football

Paradox is superb. It is everything one could ever want in a computer game. For those without knowledge of it, it is a board game whereby all of the obvious cards and match results are controlled by the computer. Superb stuff even if you hate football.

So a compilation of ten games for the price of what Football Paradox is worth. This is possibly the best value for money you'll ever get outside of PC, so I'd give up reading this review and...

**STARRING OZZIN'
EUGENE AND
SOMEONE WHO
CAN'T QUITE
REMEMBER.**

Oozin' Eugene's Scum Of The Earth

Hey gang. We Eugene here again. Well, the time of the month when slugs gets dished out of breakfast, dinner and tea is back, and I'm frankly disappointed with your response. Not only did I get barely a dozen letters, but not all of you used the full address that I gave you, and so the few letters I got back that much longer to reach me. Well, perhaps I should withdraw my offer.

No, don't panic. SCUM OF THE EARTH is here to stay. We'll come to those of you who got printed last time, and for anyone who wants to send in stuff this month (please!) here's the address:

ONCE UPON A TIME,
THERE WAS A LARGE
SLIMY CREATURE. HE
LIVED IN A LARGE HOLE
IN THE GROUND JUST
OUTSIDE OF
HOBBITON. EVERYONE
THOUGHT THAT HE WAS
A HOBBIT THAT HAD
RUN TO EAT, BUT NO...
PO MAGAZINE,
20 POTTERS LANE,
BURNHAM,
MELTON KEYNES
MK11 3BP.

And another thing. Don't ANY of you send your photos printed straight in your box? Just think of the fans, the merchandise, the embarrassment in public. Come on, get snappier! The rewards for appearing in TO are just incredible - on a more serious note, photos sharpen up the presentation a lot. On the whole it's not too bad but I'll be having trouble reading some of the more elaborate scripts that the scum is turning in.

Any software companies who feel the need to give away 100% of their profits in return for FREE publicity can feel free to contact the Games Ed and let him know. Our amazingly generous sponsors this month only happen to be AMCO who

will happily give some amazing ROCK DIFF 1-slots to the lucky readers on these pages. OZZIN' who have got up some really neat badges for you to fight over and

ELECTROOZZIN who will give the best of the bunch a copy of TIME SOLDIER!

Right. Before we go any further, I'd just like to say that we have received the very first edition for

OZZIN' EUGENE'S ALIEN SCUM WIPKA FINNED FROM HILL. We your favourite place to be when bringing about your massive high scum-shots THIS MONTH! Well, for it is

And you'd
better believe
HUI



OOZIN' EUGENE'S ALIEN SCUM MEGA FIENDS FROM HELL

RED HEAT
126,833

Adam Feins
Westonville, Portsmouth

CABAL 209,615

Sam Roberts, Chesham
Gloucestershire

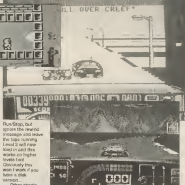
Wow. Not exactly overwhelming responses, is it? Well, thank Adam and Sam. It's nice to know that you care. Thanks also to Adam for the "suggested", but I'm not in a real hot hot time. I don't look any worse than the others! Well, around here! Your tips appear elsewhere on this page.



In fact, I may as well put Adrien right here. Adam says that his middle name is "Mega-Tipster". Adam, I'd shoot my parents if I were you! Well, on his title, but a System 3.

Verdict: Adrien makes that the first weapons are given but you should keep an eye on enemy levels as they are quickly depleted. Gravelles should be avoided because of the delay in their effectiveness and the large area of destruction they cause. Adam sounds a bit violent because he says that in order to get into the next level, press your hands onto the middle of the keyboard (including the space bar) until the screen goes black. The next level then loads in with all of the current levels items collected! On the driving section, pressing a reset button then restarts will give you another chance at it.

Now onto Ocean's Operation Thunderbolt. Adam lets us know the wonderful multi-loading chest. Get past level one with a couple of credits left. When level 2 loads, shoot by pressing F1 and



Run/Stop, but ignore the warning message and leave the tape running. Level 3 will now load in and the works on higher levels load. Obviously this won't work if you have a disk version.

Other cheats from our Portsmouth based club, Ocean's New Zealand Story Type in "THE CHEATING" for infinite lives, and to skip a level press the back arrow key. Accolade's Test Drive 2. Press G whilst driving and the game will crash itself, plus you'll get an extra life!

A few jokes from Adam now:

RAINBOW ISLANDS
PORK 22335 180

FANTASY WORLD DIZZY

PORK 223 173

CRASH HQ
PORK 35702 173

DRAGON HILL
PORK 32306 173


STRIDER
PORK 32328 173

SABOTEUR
PORK 32323 223
SYS 30735

All of these jokes should be entered with a cartridge.

Finally, color for Empire's classic Picograms.
LEVEL 5: RAIN
LEVEL 6: GRIN
LEVEL 13: REAP
LEVEL 17: SMOKE
LEVEL 21: SHOCK
LEVEL 25: TALI
LEVEL 28: TALI

Many thanks to you Adam, you are indeed a mega-tipster and can from now on thank yourself amongst the ranks of the Bestest Binner. Look out for your copy of TIME SOLDER.




MAP ONE

↓

MAP TWO

↑



MAP ONE

↓

MAP TWO

↑

Next into the head bucket is Karl Roe of Doncaster Yorkshire. His maps for Zombi were so impressive that we hardly had to alter them at all. Many happy returns on your birth as Sergeant Sarna my friend and get us some more wicked maps all! Enjoy your copy of THE SOLDIER by the winning software house ELECTROCOM.

MAP ONE

↓

MAP TWO

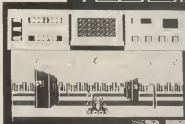
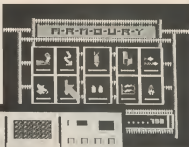
↑

**WHO ARE
YOU
LOOKING
AT, PIZZA...
FACE?**



A new Corporal-cradle in in town? Asad (him of Windsor, Berkshire: What a lunk! Still, he's not all bad. Here's his batch of slots for your personal. He does have very good handwriting, mind you.

Return the Minute 'Weir'
Everyone seems to be playing this one. Here's a handy hint (from Asad): Clear level 1 (even I can do that) and load level 2. Get killed, then reload level 2 again. You now have infinite lives for the rest of the game.



BUBBLE BOBBLE
POKE 12408 3
POKE 1040 180
DRAGON HIMA
POKE 32890 173

FUTURE GUN SIMULATOR
POKE 6110 180

BARBON
POKE 14142 173

Will return? He need to elaborate any further is there. Now onto Double Dragon II, which on the whole wasn't my favourite game of all time! However with an awesome playbook you can have lots of fun at the expense of the badies. Just activate your auto-fire and keep the joystick forward. Asad says that you shouldn't lose any energy until levels 2-4 or 5!

On level 2 at Lagoon to Kill! (what's the jarg?) is a couple of boss then jump onto 4 by pressing forward fire and jump. Now you can sit back and watch the landscape because the badies can't kill you!

A few pokely-pokes from the Corporal (him now. He doesn't realise how to put in a but I rock that

they're cartridge-pokes

VEGAS JACKPOT
POKE 30814 173

BEYOND THE ICE PALACE
POKE 10366 173
POKE 10416 173



SPLIT PERSONALITIES
POKE 7000 173

Many thanks to you Asad, but why is your name a cunning disguise of a famous chain of high street supermarkets? Well in anticipation of your ROCK OFF ticket from AMGO

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NEXT MONTH

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Activision's Cyber Coin-Op Conversion

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Free on the cassette!!!

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Interviews with Coldcut and Jason
Kingsley about graphics in pop videos!

And:

Flamehead, Post Apocalypse, Scum of the
Earth and over 30 pages of reviews!!!

(Out 28 October - Almost as much fun as Stars in Their Eyes)

POST ACROPOLIS

Hello matey peeps. Oi! Postie, my couz from Brill, he on his summa holz innit. So is me, Post Acropolis wot's doing the lettaz this munt. Wotta lotta tripe! Never read anythin like it, know wot I mean? Anyway, is cool. Gettem lettaz into me at this postbox wotsit:-
POST ACROPOLIS, YC MAGAZINE, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 0HF.

YC (YOUR COBAL)...

It's good to see the return of YCM (yeah!!) I think that we who YC is another mag for read? - (PA) to the newspapers after a (prolonged) gap. Magazines for the 8-bit machines are increasingly few and far between however...

What puts me (and presumably other older readers) off buying computer magazines these days is the fact that the lots of YC (and other mags) seems to be aimed at people with a mental age of about twelve (but old! - PG)

Leave the silly cartoons, tone up the editorial content and provide wider coverage of other issues (programming, games, technical news etc.) and you will have a magazine which would appeal to a far wider audience (remember that increased circulation pays wages!)

Not all of us out here use our 8-bit for playing games exclusively

B. Northover, Middlesbrough

PC: Oh lordy God. Notts needs serious readers. If we had stayed put some serious mag then the job of 8-bit mags being scarce would be one more mag worse - and this, the mental age is about twelve, and coming as our readers are mainly eight, they must have found that you'll want articles on Cobol, C and the state of Green databases (and they ain't good

well).

But seriously, if you don't like YC one is not serious enough then get COOL. Maybe you ain't gotta disk drive, but most serious users have. (Feel is, most serious users don't have no the 84 too a old hat. They all got Amigas now innit? I agree wiv you, I don use my 84 for just playing games. Sometimes I like to use it as a word processor, dig? 'Flow. Gotta go type now innit...)

WORLD CLAZZ

This is about the tenth letter I have written to different computer mags over the last twelve months. So far none of the others have bothered to reply to me (YC refused the first one - most cannot read! - PG)

I know just by reading your mag that you are different. Computer mags is my area - don't come into newspapers on a regular basis - your mag YC I can

LETTA OF THE MUNF!!

WHOOE HE TALKING TO?

Now listen (in jargon RA? - PA). If the best team in the world Manchester United (super dalgapoo FC) is better than PA) were to rubbish in you say they are they wouldn't have the England skipper Bryan Robson, also known as Captain MARSH and Scotland's no 1 keeper playing for them (Jim Leighton). And take note they have a museum full of their trophies and they also have been in 11 cup finals (but how many did they win? - PA)

By the way Man. Utd beat Arsenal 4-1 at the start of the season and then Arsenal were the Champions. And the day that Liverpool or Arsenal become better than Man. Utd. will NEVER come.

Alan Mead, Rusham

PS: Please please please send me a Man. United 84 computer game in tape

RA: Now listen innit. Captain Mead? Captain GB is more like. He's only wiv Man. Utd. cos he-ooo also wants him! And the bestest keeper in foot is easy cos none of them know how to catch balls. Their museum of trophies is probably naked and Liverpool have won 10 league Champ! Hal

As for winning Arsenal 4-1, is easy. They a buncha losers too, and like Man. U. An how come Man. U. almost get relegated if they are so good? I think that you should make this GB? and never say never again. Good.



think I've never heard of it. Can any paps help? Getting a subscription here good idea if you can afford it cos you'll get the mag quicker, dig? Is cool.

WHATZ SYS?

I have just bought YC August edition and I think it is a paper mag. The price is just right for us kids. I'm not sure that I like the new format of mag but it still is a great mag.

I've got some screw the Police section and found that all the police given didn't have a SYS number to reset the game, so they are not it bit good. Please could you print SYS numbers in future issues Dave, Dagenham

PA: Dave, gets a head scratch on right, is a cartridge pole if there is a SYS number on the pole, isn't? You gotta gotta cart to plug in the back of your 64. Then it connects the game for you. Sorry but that's all there is to it.

Thanks for your comments. The new look mag is now the YC game on Deep Top Publishing right on Apple Macs. Lookin clean isn't? Like hospital ward, dig? Mag comes from a hospital ward too, so we wanted you to get the feel of the surroundings. Hope ya continue to like us in futu cos we're gonna get better.

WHY DON YOU...

I have been buying your mag ever since you started your new look and I think it's bell. You've improved the mag even more with your new look, with the tag on each issue and the interesting odd-balls feature and my mouth waters at the idea of a regular place for Flame Head (don't be over blown!) - RR

Unfortunately I have a few games -

1) Please, please, please could you

include more colour in your mag, which is the only flaw to your old coverdign!

- 2) Please could you get some better games on the tapes, I agree you have some good games like Pipeline II, Microdial and Blastball but the rest is really a load of crap, eg. Prison in Space. I think that you should include a demo on each tape and then one or two good games instead of the trash that you normally have that has the playability and addictiveness of Pro Mountain Bike Simulator
- 3) You could enlarge the PMS, its around 70 pages is just not value for money. You should include a regular review section, a larger tips section and have a few more reviews

Please could you also tell me where I can get a book or tape about machine code.

MC: Michael Davidson

PA: Well, gotta lotta things you don't like. Is good that you can say your views but I don't think that you have looked at the mag from the other point of view. Maybe a life in Galapagos Islands has made me bit strange but I thought that if you put in more pages, more colour and better games on the tape it needs looking at!

The new look will help and it looks like in the mag on an Apple. Things will improve, with longer mag, longer and plenty of the mag in the mag. But in do what you want overnight would mean putting up the cost of the mag and nobody wants that. Be patient my son. The town of the Earth will be getting bigger every year as more paps jump on the kangaroos. Need us some tips and also need? You might even get in the best! 64 mag again! Is cool?

MULTILOADERZ...

I am a new buyer of YC. I've only had my 64 a few months. I've always liked arcade games although I am 30 years old (Lucky Guy! That's not - RR)

only get from one newspaper in the centre of Sydney. I am still trying to persuade my wife to let me order an annual subscription but until then I guess I just have to get it when I can.

I thought that I would add a few comments. A lot of products that appear in your mag are not available on the Australian market, eg. data recorder with adjustable tracking or the most cartridges and many others.

To be honest the reason that I am writing in a mag for help I need help with a simple old game that I bought three years ago called Frecklestar. With most adventures there no problem but in this one I cannot seem get past the last. If you know the game can you please send a few hints as its driving me crazy

Last of all I would like to say that you put out a great mag - the best we get in Australia for 64 users

T: David, Wingham NSW, Australia.

RR: There's proof that we can smash the games we are interested in. This week, you know anyway we're Greek! get Neighbours and the Aussie get YC. Anyone want to make a soap opera out of us?

As for Frecklestar I see

Your review of Hammerfest was very good, but the black and white photos didn't do it justice. I got the game and I thought that it's very good. The close I would give it would be 18 (if it could especially the music). Maybe you can tell me how to get past the monster at the end of just one (under the sea), the one that breathes like a dragon at you.

Why do games companies make games like Ghostbusters II with multi-loaders? You have to keep reloading when you die. It's very frustrating when you pay good money... (It's really boring from now on next, just loads more boring about not having enough cash to buy a disk drive - PA)

It has put me off buying any more Activision games now. Keep up the good work, stay the pace for Ghost Hunter II please? I wait for me.
C. Hildred, 33, Hales

PA Fanny, I think that Activision did Hammerfest and Ghostbusters II? Well, I wish that you would make up ya mind, I'm confused.

Well, Games wiv multiloaders are cos they can't fit all of the game into the 64 first time. It means that the games get bigger without the 64 getting better. If ya think Hammerfest was good then look out for Time Machine, it's even better, dig? It's cool!

LIARZ NEVER WIN...

I buy YC each month. It's a fun read after all of the other boring Computer titles and I don't want an Amiga thank you very much. I'm happy with my 512.

D. Peach, Loughborough

PA: What he say?

POSERS!

How do you get into the with youseless? I refer of course to the magazine that 'adorn' the start of

each review. What a bunch of fairy-tale posers you all are! I'll stick to the competition. At least they didn't gas Moody Pystola's Flying Circus with an excessively high mark. I hope YC ends for good next time.

Howard Scholz, Dagmar Kings

PA: How look here, MPFG means brilliant game, dig? And the competition (if they're really able to call themselves that) didn't give it a high mark cos we got the sack! (at) Oh ha ha ha. And if you really wanna see a mag go down hard then stay away from us cos we're here for good.

CRAWLY BUM LICKZ!

I like YC magazine as much that I want to buy it for a lot of money.

R. Mansel, Wapping

PA: Whuduppaysa fool!

FED-UP PLAYING WITH YOURSELF? THEN READ ON...

Do you think you could conquer the world or survive the perils of living a Troll? Are you a potential Captain Kirk or even MacGyver material? Now you can FIND OUT! Enter the exciting world of Play by Mail, send NOW for a FREE Start-Up in any of our games.

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THE START-UP REQUIRED

- ☐ QJMSI
- ☐ TROUBLE BOTTOM
- ☐ STAR CLUSTER
- ☐ TEPWA
- ☐ NONE
- ☐ UNKNOWN

**START-UP
AND FIRST
TWO TURNS
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BARGAIN BUCKET

Score
C2 88

Arcade flight sims often get repackaged, but never two on one budget cassette. This is hot people stuff. Welcome to my knowledge Ace and Ace 2 were both considered pretty cool games.

They were programmed by a company called Cascade, who seems to have disappeared without a trace.



disappointment in comparison, but it could still hold its own.

But were it flight sims, all technical and boring? Well, in a nutshell, not all of them are. Fighter Bomber yes, but not all of them. In fact they are both more arcade games than simulators, with smooth scrolling landscape and easy controls that too many options. So how I have spreading my fingers over twenty keys at once?



at a time when its only other release was a clockwork of 50 basic levels that passed on games. Ace changed all of this because it was so playable. Ace 2 was somewhat of a

SCORE
0000000
PRESS ON
PILOT TWO
PLAYERS 03
SCORE
0000000



The first is a fact like most of the plane games on the market today as it allows you to perform many missions. Ace 2 on the other hand is a head to head for two players with split screen action allowing both pilots to get a proper viewpoint.

A very good game with a few bugs, but what can you expect for £2.99 money?

PH

ACE/ACE 2

SCORE
87

MATCH DAY II

The Hit Squad
\$3.99

Um... I remember this... I wish! Inside I thought, it wasn't particularly good then and it's not particularly good now, in fact I'd go as far as to say that it is *crud*—just like certain other magazines that would rather not *crud* anything!

In theory it should be very good indeed. Programmed by Jon Rabinowitz of Head Over Heels fame, and featuring many exciting new features... should have made it the definitive footy game, but alas it was not to be. Why? Because it was so slow you could go down the shops, buy a jar of coffee, some milk, and some sugar, go home, wait for the kettle to boil, reheat your... a cup of coffee and the

opposing team will still have found it very difficult to score a goal.

And this is not all. There were so many bugs and graphical glitches that it looked as if it were a gritty Saturday down hillside, and not a game of football like we all respect.

On the plus side, it has no plus sides. This is not a very good game and the only reason somebody might want to buy it for the sum of £3.99 would be to keep it in their



history of ancient paper

RM

SCORE
35



Carnegie Time
\$3.99

Olli and Lissa are back in another Spacey-like arcade adventure, and quite jolly good fun it is too.

This time Olli wakes up one day to find that carnie resort has dismantled his burger bar, our starship and had scattered it around a spooky old castle inhabited by 13 ghouls and Ashley

Isabelle. When he had finished robbing the big penny he found himself a candle and decided to blow the dark.



Olli can freeze around the castle and pick up objects that are bound to help him. He needs a magnifying glass to find a piece of key and a spinner to bust it again. Other objects also lie around that will help him in some way, although he can only carry one at a time. And there is some kind that helps in making his magical entity.

Telephones are also liberally placed in order to help



him in his quest. But there's no sign of Lissa, the sister.

This is a little similar to the Trap Door games, and is quite a good laugh because of it. The entire game will certainly need mapping before you can really get anywhere through

SCORE
89

RM

OLLI & LISSA 3

WIZARD WILLY

Cartoon Time
\$2.95

How if this isn't a silly title I don't know what to. And unfortunately for the C典典 it's also a silly game. Not a lot bad, but rather silly.

For a start, if you go by the graphics on the back of the cassette they say it was either spelled Animated or not. And although the C典典 graphics aren't great but they're like a Speccy in comparison. But the gameplay is all fair, and that's what essentially matters in the long run.

You are Willy (literally not Howard) and you must collect magic crystals that lie around the landscape, which



including tag hunting (greater kind of things). You do have a fireball spell that allows you to shoot them although the shots look as if they are coming from the area of your back. Also scattered around the landscape are big, but I think that it's up your life away before you can say "Oo-oo."

Bait of Fun

And in order to comply with every other game currently on the market, there are various and sundry (and some) gimmicks that this big game of fun at you. And that's it really.

It's quite a good game, not as good as Prince of Persia, but as good as The Mountain Man Simulator. It's a case of you play your money, you take your share.

88

SCORE
75



the obstacles set before you. And finally there's a JTV Simulator that is not really that good but is



4 QUATTRO POWER



Cartoon Time
\$2.95

Not on the back of the cassette is 4 Quattro Power comes a Quattro Power original name or what, and although it is not quite as strong as the former

game it's another 4 games for a bargain price of \$2.95.

Willy X isn't too hot, mainly due

to its difficulty level and mediocre graphics. The gameplay is pretty addictive though, and it's a sort of Kotenest for two players.

Super G-Man is a little more weird, being a horizontal scrolling collect-a-bomb game. You have to keep on board along the scrolling landscape whilst avoiding being squashed against the edge of the screen and collecting all the little pods and things.

Pro Powerball is like Superstar for two players as you count up a total in your specialised cycling all

most like Kotenest than Mario X.

Not a bad collection and seeing as you're getting each game for a little less than 75 pence you should be damn well pleased.

88

SCORE
86

MISADVENTURES

The adventure business is hectic? But alas, poor Cedric copped his one day when a giant ring mistook him for a lettuce leaf and well... But now you've Paul "Twenty Fanta" Rigby doing his own dang. Lord on Paul, lord all...

Paul... I'm Gail. On what? Let me tell you I've never lost... Oh Oh! Yes, yes, right. Here grab that feather and the jar of Broomie Pickle while I make myself presentable...

Hi! A big welcome to the first of, what will probably go down in the annals of history as, the most amazing, magnificent, stupendous, and not to list local adventure column this side of Hickory-on-the-Wild!

So what, do my reader friends believe I might say is going down, here? Well, we've got lots of adventures from the capital, Thakern's distasteful software workhouses and rooms of other independent adventures from the loyal brothers, down in the pit, who produce them with the blessing of the GAO (Graphic Adventure Generator to you) at home, during their spare time. We've also got lots of RPGs for you from home and abroad. Plus, or should that be PLUSH, one or two real games that are not available over here at yet - check out Mindcraft's The Magic Generator for a start. Bit of a shame, that one. Then there's the um... well actually that's about it.

Okay that's what I'll be throwing at you lot - what can you do for me! (So what if you think this is, Bantam's Letters, man boss. I want you to send me lots and lots of letters. Now I'm not interested in the ones addressed to poor Aurile Dora saying what a nice time you had in Doolingstok. What I want are letters asking for help (I am here to serve) what did you think about the last mega-game? Totally frothy or utter headachin' waste or tell me if you disagree with my wonderfully penned reviews say so - if you have



Your own master of the dish and dreg, weak smelling, over-the-top Paul "I don't know what all these gods are doing to first of me" Rigby!

any ideas for an adventure game or an RPG say it on the land I might just give a prize for the best idea. Write in and I'll see about your ideas (perhaps send them behind Adventures/RPGs). Also, don't worry if you need help on some game

which is so old the cassette tape included a free offer for the new Mario Bros. album. No sweat (well maybe just a bit) - I can handle it. I'm Max, or, experienced no work man?

Right that's that. Now over to Dooland at the studio

SECRET OF THE SILVER BLADES

SSI/US GOLD -

Imagine. There you are, down the mean dripping a living and wearing a Japanese head pack, everybody is sick and tired of rampant yelling at them to do Al Wilson impressions, Arthur (Joseph) sitting in the Pit Gate shaking his head off cause he wants more pay to buy another Jaguar - and someone's shaved going right through the bottom of the jet and opens up a hole that appears he leaved into a gigantic cave of some sort.

"Oh, Frank, looks like we're"

"Oh you know what that they don't ya?" says Frank with an air of someone who always pretends he knows everything about anything - even when he doesn't.

"Er..." said Ed Bullock. Confused at not knowing his intentions, even though he was

"Well" continued Frank, "what you've got there is yer secret vault

that has laid undiscovered for thousands of years, like. Probably contains untold riches and lots'n lots of very unusual weapons'n things."

"Heaven"

"I'm tellin' ya! See them all the time in the papers. Orcs and Dragons and all that stuff. Common knowledge isn't it? Sounds to reason that we should have one. Remember the tall hoards of Upper Thraklyth?"

"Oh, yes."

"Well, if they can have an ancient evil - so can we."

At about that a rather nasty Margyle appeared out of the hole and appeared both fat and Frank with its very long and very sharp body spikes. Now Margyle was in a spot of bother, it seemed. What they needed was a few foot's hardy adventurers to sort out the mess. This is where you step in.

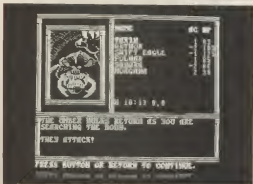
Secret of the Silver Blades is the

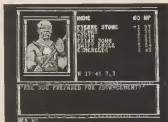
third in the Forgotten Realms series. Besides the floppy disks, you get a rule book (which includes an explanation of the game menus and characters creation routines) and an *Adventurer's Journal* (that lists the game world characters - good and bad - off and on, presumably, that the game will instruct you to read for extra info and guide a few reference tables that list weapons, spells, levels and so on.)

As for actually playing the game - well if you have played any of the other AD&D RPGs such as *PoW* or *Raiders of the Gate of the Ancients* (both you'll know what to expect).

The main window into the game world is made in one corner and your character stats are squeezed into another window. Running along the bottom is a text window that tells you things like: "Oh my God! Look at the sun of that moved! You haven't got a hope in hell's chance of surviving that, never mind killing it!" Well - plug - it doesn't actually say that. Alright, yes, I made it up. Well, I'm trying my best, alright? What if you think I said "Well, watch Shakespeare or something?" Here? The game? Oh, right, yes, you'll also see a few special full size graphics screens for when you do something, well, special! 4499999.

Combat, hasn't changed from the earlier releases. You're still transported to the tactical pseudo-





3D-pondering-on-and-fort-well-and-looking-not-quite-satisfied-and-not-quite-looking-down-after-victory. Movement is control is still in right directions and you still choose from Run, Move, View, Cast, Quick (for speed), computer - controlled, combat, like it was before and so on. Magic hasn't really changed. You still have to memorize and combine spells and, of course, cast the things.

Actually, looking at Silver Blades you have to say that apart from the



addition of a couple of extra character levels and a few monsters, there is absolutely no difference between this game and the last Pangloss Systems release (apart from the plot, of course).

Why? Why is it the same? Why haven't we seen an improvement in the combat and magic? Why isn't there more immersion? Why is this game such a let-down?

Maybe SSI are a bunch of lazy buggers who can't be bothered to make an effort with their new releases. Maybe they think that the gaming public (in '94) will be so grateful to see an AD&D game that you won't notice that there has been need to re-improvement in the game system. Then again, maybe TSR said to SSI.

Look here, either you produce 10 million AD&D RPGs every year or we won't give you board game rights anymore, alright?

So SSI have no choice but to honour the contract and churn out the goods.

It doesn't really matter what the reason is, actually. What is important is that, while everybody else - like Origin for instance - are battling it out to give you, the loyal Creative C&G owner, the best RPG they can produce, SSI - well - aren't. Should you support such a company by handing over your hard earned cash, probably so they can do you off again next time? Well, I wouldn't.

It really puts my back up when I see a company like SSI get so complacent and so bloody arrogant that they can't be bothered to make an effort.

My advice is to leave Secret of the Silver Blades on the shelves and give up for Ultra V, which is currently being created by those nice people at Origin.

ADVENTUREMAG ROUND-UP (PART 1)

You've read YG. You just can't wait for the next gasp-worthy issue. So what do you read in the meantime? Well, there just happens to be quite a few nifty adventure mags produced by small teams of dedicated adventure enthusiasts that any self-respecting adventurer would do well to track down. Here's the first.

Mandy Rodriguez is a feisty lady. There's no doubting it. This Welsh slattern, the focus of every eligible bachelor in Llandudno, produces the longest running dedicated adventure magazine the world has ever seen. Called Adventure Probe, the A5 size magazine is packed with reviews, previews, the odd



solution, hints, tips, trivia, readers letters and other stuff that I can't think of just at the moment. Incidentally, Mandy is also the creator of one or two adventures of her own, written especially for the dear ol' C&G, she is also the exclusive distributor for Incredible's G&C Plus adventure creation utility for the C64 (all of which we will endeavour to deliver in future issues) - so there's a couple of more reasons to support Probe! The mag is always an excellent and informative read, entertaining and friendly (at least YG). Adventure Probe is packed with over 45 pages and is available for a paltry £1.50 from - Mandy Rodriguez, 87 Lloyd Street, Llandudno, Gwynedd, LL30 2YP.

JACKET AND CHILL

WIN! WIN! WIN!

YC and US Gold have gotten together and come up with a real leather-bound idea to allow you to win some splendid goodies.

WHAT YOU MUST DO TO WIN SUCH A STIFFY PRIZE!!!

Answer the three simple questions below and send your answers (on a postcard or sealed envelope) to us at Jacket All In Compz, YC, 20 Potters Lane, Kite Farm, Milton Keynes, MK11 3HF.

- A) Who starred in 'Top Gun'?
- B) What colour was the infamous German Pilot who went by the name "Blondy"?
- C) Who is the fictional pilot who has a friend called "Ginger"?

Closing Date: 15th Nov 1990



Jacket shown is replica of jacket worn!
Modelled by the gorgeous
Jennifer "She" Henderson

1ST PRIZE

*A Leather 'Flying' Jacket (and we don't mean that it flies itself!) worth over £300, and made to your exact measurements (and we mean EXACT!!)

*A copy of U.N. Squadron on cassette or disk

10 2ND PRIZES

*A copy of the game on cassette or disk

**NORMAL
COMPO RULES
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LORDS OF CHAOS



ORIGASUS -
\$9.95 Tape,
\$14.95 Disk

All form a
circle, join
hands and start
chanting. Don't get
arrested...

A dyne who started their computing life on the ZX Spectrum may remember the bewilderment of the game. The original Chaos was one of the first west games to utilize most of the 48K memory when the first 48K Spectrum appeared. Unfortunately despite its brilliant gameplay and eight-player option, the game didn't do very well due to poor marketing and its eventual withdrawal from the marketplace. Original copies can be regarded as collector's items.

However, Lords of Chaos picks up where the original left off. Some six years later the game is vastly

improved, looks very nice in colour on games like Laser Squad, and is superb.

The game has been recreated in size and complexity. The original featured a single screen which played host to all eight warriors. The idea was to cast spells which created creatures. These creatures then did combat, and the wizard that was the last to die won. Lords of Chaos is very similar. Your wizard has to survive to be the last survivor in a battle of magical forces.

All the start of each game you

have to select your options. You have a certain amount of development points which may be spent on your character or your spells. Your characterisation includes spell points, strength, movement points and combat skills. Upgrading these costs various amounts of development points and will affect your ability to cast spells, move around the complex, and succeed in battle too.

Instead of being given a random list of spells like the original, you have to choose your own in Lords

RIK	EP. 610	COST	LEVEL
ENCHANT		10	0
SUBVERSION		10	0
CURSE		10	0
MAGIC ATTACK		10	0
MAGIC BOLT		6	0
MAGIC LIGHTNING		12	0
		16	0
		0	0
		0	0
		6	0



BACK LOG



Many spells at your command. Paul Bonetti would give his eight points to girls held in this experiment collection (probably).

Selecting a spell costs a certain amount of points, and selecting multiple spells of the same type costs extra points. The spells come in various types. There are the damage spells, that affect every wound of creatures, the beneficial spells that have a good effect on your wizard, and creature spells that (hopefully) create a creature for you

And there was I thinking that I'd bit me behind



STRENGTH	LEVEL 1
EXPERIENCE	450
WISDOM	91
WILL TO FIGHT	40
STAMINA	34
CONSTITUTION	34
CHARM	5
DEFENSE	5
MAGIC RESISTANCE	70

What a character! What a stats! And that Pk was rather special, well... His dad anyway.

Fax

Creature Feature

When playing this game with friends, if things start going horribly wrong there are ways out. A) Try saying "can someone tell me what I'm supposed to be doing please". B) Say "Offside! Ref, the Minotaur was offside!". C) Unplug the computer and ask to play a shoot-'em-up instead.

to command.

Each spell has a chance of success depending on its difficulty and your skill. Then the game proper

starts. You appear in a maze of a complex. Any objects in the maze are described in 3D graphics. Control is direct to games like *Legend* or *Wizard*.

You select an icon to give a command, for example move, or pick up object. Then you select the location by positioning the cursor over the place you want to effect.

With practice this becomes easy and quick. Then the fun really starts. You can cast creatures up to form an army and start moving around looking for other wizards to kill. When two opposing creatures battle their respective power and skills are compared and the outcome is decided.

The game becomes a hectic struggle for power and survival. With multiple human players there can be loads of scheming, alliances formed and broken, and general mayhem. The computer wizards can be a little predictable at times but the game is still fun to play alone.

I was a fan of the original and I am a fan of this too. Fantasy fans or strategy fans should give it a look. You won't be disappointed.



1 Level



skorebox

6	7	10
2	8	

overall

86



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COMMODORE DISK USER

Published monthly - SUBSCRIPTION PRICE £33.00*

COMMODORE DISK USER is the answer to every Commodore computer owner's dream. The disk, supplied with the magazine, contains a variety of ready to use, high quality computer programs - no more lengthy typing in of listings. The scope of the programs is wide, varying from games to business software and high-powered disk utilities - and the disk would retail for at least £50.00 if bought individually.

Of course, that isn't all! The magazine contains containing full and comprehensive instructions for using the disk, it is a complete computer journal with news, tips, hints, reviews, programming, competitions and general interest features.

YOUR AMIGA

Published monthly - SUBSCRIPTION PRICE £23.40*

YOUR AMIGA reflects the sophisticated usage of the latest hardware from the Commodore stable. The magazine contains reviews around the potential input and output capabilities of the machine. All of the latest Amiga games are looked at in detail - complete with full colour screen shots.

Extensive coverage is given using the Amiga range of computers in the world of entertainment. All the latest graphics software is dealt with in detail - complete with a list and tips showing the user how to exploit graphics programs to the full. The computer magazine will not only find interest in software, but also coverage on the latest keyboards and touch hardware. So, if you think about graphics, video or games, then you need YOUR AMIGA.

* Rates refer to subscribers post paid, free to UK addresses. Overseas rates on request.

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YC READERS SURVEY

Remember the page we asked you to rip out of your May edition? Well, here's the results! Sections A & B this issue, Sections C & D next...

SECTION A (PERSONAL)

1. SEX

Male	96.7%
Female	4.3%

Not surprising although rather upsetting. Go on lads get your girlfriends, sisters, or any other female to read YC too... Err... Except your mother!

2. AGE

Under 10	4.3%
11-13	44.4%
14	17.1%
15	5.9%
16	5.1%
17	1.7%
18	1.7%
19	0.9%
20-22	3.4%
23-25	0.9%
26	0.9%
30	0.9%
Over 30	12.8%

3. EMPLOYMENT

At School	73.6%
At College/University	4.3%
Working Full-Time	17.1%
Working Part-Time	4.3%
Unemployed	2.6%

Some people still at school also work part-time (Saturday jobs, paper rounds) thus the percentage is higher than 100%. I wonder how many of you have had your copy of YC confiscated by a teacher?

3b. WAGES (POCKETMONEY?)

£5 or less	46.4%
£6-£10	18.5%
£11-£30	9.3%
£31-£100	6.2%
£101-£300	16.5%
£301+	3.1%

Some of you earn far too much! Everybody in the office is in a cull now!

4. UNDERWEAR

Boxer Shorts	72.6%
V-Fronts	5.1%

Hi ladd! At last Rob has a majority readership who really understand him!

Kinky Lace Knocks	6.6%
Briefs	14.5%
Thongs	1.7%
Don't Wear Any	0.6%
Other	0.6%

5. SPAM	
Yes	63.8%
No	45.8%
Abstain	0.6%

The big Spam debate ends with a thumbs up for the mostly consenting!

Some people wear more than one type of underwear (at the same TIME?). An unhealthy amount of you are into kinky lace knocks, and those of you who don't wear any, remember we've got your names and addresses.

SECTION B (HARDWARE)

1. OTHER COMPUTERS OWNED

Spectrum	7.7%
Amstrad CPC	0.8%
Atan ST	0.9%
Amiga	2.6%
Games Console	10.3%
Other	15.4%
No other computer	62.2%

The majority of 'others' that were listed were C16s and BBCs, although we asked for other COMPUTERS.

2a. NEW COMPUTER IN NEXT 12 MONTHS

Spectrum	0.9%
Amstrad CPC	0%
Atan ST	3.4%
Amiga	17.1%
Games Console	3.4%
Other	3.4%
No other computer	71.8%

Over 25% of you are going to buy a 16-bit computer in the coming year... Hmm... I hope you'll not be giving up on 1C though!

3. DISK DRIVE

Yes	13.7%
No	86.3%

This is a surprising result, although with the 1641s and 1670s I've come across I think it's fairly justified.

4. MONITOR

Yes	15.4%
No	84.6%

The weirdest thing about this is that more people own a monitor than a disk drive!

5. C64 OR C128

C64	97.4%
C128	4.3%

Some people own one of each, therefore taking both boxes! Lucky beggars!!

TURTLE POWER!!!

EVERYTHING YOU EVER WANTED TO KNOW ABOUT THE TEENAGE MUTANT NINJA TURTLES BUT WERE TOO EMBARRASSED TO GO INTO THE COMIC SHOP TO ASK!

**40 Stunning Turtle facts
care of Dave "Half Shell"
Hughes!**

While discussing comic lore one day, a friend asked me what I thought I knew about the TMNT. Well, I'll admit I have a shell and a shadow, I'm not interested!" Less than a year later, Hollywood has much the same attitude. And why not? The **TEENAGE MUTANT NINJA TURTLES** movie is already the most successful independent movie of all time, with re-releases all over the world reaching even flat-proportions. Wherever you go, whether they're "Turtles or Yuppies", turtles are everywhere. And unlike the shell-fives (our fascinating) statements, Turtle movie looks and to stay. They're hip, easy fences in a half-shell. They live in sewers. They eat pizza like a tumble shortage might be only hours away. They like gets. They shout "Cowabunga!" hysterically and without pronunciation. Does any of this sound like statistics to you, buddy?

When the **TEENAGE MUTANT NINJA TURTLES** movie hits your town towards Christmas, you may need the relevant turtle trivia at your fingertips. So here, especially prepared for 10 readers, is the comprehensive guide to all things teenage or turtle.

- 1) There are four turtles in the gang, each wears a different colored bandana to identify him
- 2) **WANTED IN AFRICA**'s international number one hit



They're lean, they're green and they're quite abundant!

TURTLE POWER gives Raphael as the leader of the Turtles, but the comic book Leonardo Michelangelo is the team's party dude, and occasional rock.

- 3) Raphael is the fighter, and can sometimes be hospitalized.
- 5) Donatello is a pacifist, and also likes anything mechanical.
- 6) The Turtles were mutated by a secret chemical called Mutagen, which was poured into their sewer homes by a company called T.C.R.I.
- 7) The team's human pal, April O'Neil, is a secret reporter although she was once portrayed by one of the TMNT actresses as a computer hacker.
- 8) The Turtles were trained in the Ninja arts by a rat named

named Splinter.

- 9) There are currently around 70 million TMNT sold at all drug stores around the world.
- 10) The Turtles began as a comic in Kevin Eastman's office notebook in 1983.
- 11) It took a \$1,200 fee to make it worth the first **TEENAGE MUTANT NINJA TURTLES** comic book issue.
- 12) The movie took 100,000 times that amount in just over a month.
- 13) In 1985 TMNT toys were launched. \$25 million worth were sold that year.
- 14) Surge licensing, which funds TMNT, means on average 30 requests for new material every day. "Anything from finding musical gems to underwear that turns into shoes!"



- 15) 99% of license applications are rejected.
- 16) Sledge currently markets 250 licensed products, and estimates that 100 times that number of products are available without an official license.
- 17) **STING'S 1992 album THE DREAM OF THE BLUE TURTLES** is unlikely to be a tribute, since the Teenage Turtles are green.
- 18) Both DC and Marvel Comics rejected Kevin Eastman and partner Peter Laird's idea for the TMNT comic. Armed every major studio in Hollywood did the same five years later in consultation with the movie.
- 19) There are three regular TMNT comics, published by Mirage Anime Comics and Fleerway Mergo who publish **TALES OF TEENAGE MUTANT NINJA TURTLES** in black and white.
- 20) The 1991 movie **TURTLE DAWG** is about nature conservation and not a dramatization of Leonardo's memoirs.
- 21) The BBC decided to change the name Turtles to "New Turtles" to avoid confusion for British tech Confusion has required ever since.
- 22) Official TMNT merchandise sales stood at \$668 million before the movie opened in the U.S.
- 23) Eclipse Books' TMNT tribute,

ADOLESCENT RADIOACTIVE BLACK BELT HAMSTERS

- completely failed to become a cult hit.
- 24) A turtle dove is a bird at best, noted for soft cooing and affection. It is therefore unlikely to be related to the Teenage Turtles.
- 25) The TMNT movie was made by an independent Hong Kong studio, Golden Harvest.
- 26) The movie cost \$42 million to make. It broke even in 48 hours, taking \$25.4 million in its opening weekend.
- 27) The movie holds the record for the biggest ever non-holiday opening in motion picture history. It is the ninth biggest opening of any kind.
- 28) Mock turtle is kind of soup made of calf's head, is an old fashioned pasteure these days, since time-honored Turtles take less time than being mocked (or made into soup).
- 29) The Turtles' usual enemies are Shredder (Krong) and Baxter (Shredder's real name is Drako Hag).
- 30) Krong is from Cantonese & He-lens of the Telediscovers.
- 31) Baxter was originally portrayed as black, but is now Caucasian.
- 32) The TMNT movie hit the \$100 million mark after 24 days.
- 33) Movie industry analyst Michael Mahern described the movie as "the most amazing gross in history, especially for a large part of it is reduced price (children's)."

Administrators "

- 34) Princeton New Line's normally accurate tracking system predicted that the TMNT movie would take \$5 million in its opening weekend (about the same amount that **DAYS OF THUNDER** took). The highest production in the New Line offices was \$14 million - still about \$1.1 million shy of the actual two-day take.
- 35) The movie's special effects were handled by the late Jim Henson's Creature Workshop in London. Their work amounted for more than half of the movie's actual budget.
- 36) A turtle necked garment is one with a high-fitting collar, not one that is green and rubbery with a suspicious holey smell.
- 37) The **TEENAGE MUTANT NINJA TURTLES** roleplaying game is published by Fiasco as **Beasts**. In it, players can become almost any kind of mutated animal they can think of.
- 38) Arcade and computer games starring the Turtles are now very common. It has been announced that a "Turtle park", similar to last year's "Bel-park", will be released in the near time as the movie.
- 39) The TMNT movie opens in the U.K. on November 8, a mere five months after its Stateside opening. The sequel is already in pre-production.

(With thanks to: Splinter, Leonardo and Jan Mueschke)



When they met it was **CONVULSED**! The Teenage Mutant Ninja (New?) Turtles, every merchandise's delight!



O d D b o ds ❄️

There's more to life than the Gummy Bear! But what? Well there's Des O'Connor records, Retrospecter shows, and Stars in Their Eyes on TV! Er... Here's a few other things that are currently around too!

MUSIC

SOUP DRAGONS Town and Country Club August 1990

I don't know - Just find a funky drummer, a wobbly pedal, an old Stones track (that's Rolling, not Rowed) and a reggae bassist (no - I don't mean the pop-up sort, I mean the ones with the dreadlocks, y'know) and you too could turn a dodgy indie band into a blance event!

Bludge. In They were dancin' at home, right? But they proved at the T&C that they cut dancin' both out a good time (or long and put off this order-classic business with no probz. In fact, there wasn't a dry croup in the house (bludge) after Sean Dickson and the boys



test material through each system and Lovegood (fresh blasting of lights and pointing of fingers during the chorus) and Mother Superior, a track at least as busy as I'm Free. So too back, in fact, that it was almost horizontal.

This was not the case for the crowd, who - whether they'd seen Sean Dickson on the telly looking gormless or whether they were hardcore fans who'd been with the band all along - started upon bouncing up and down and around one another, and photographers (crunch, cut) and others, to the strains of the latest new-style Soupies' songs.

Everything started together with I'm Free. The crowd tapped up the answer (Marp, told) and just added their grunting part which they raised while Dickson rolled in his backside and the band played their awesome indie hearts out.

So it's definitely a good thing that the Soup Dragons were 'free to do what they want any old way' and experimented with dancin' stuff. Or we never would have been treated to such a great gig and that would have been even worse than landscape-painting. (Duke, boy?) Er - put down that crooked stool.)

Jeffrey Davy

F I L M

TEENAGE MUTANT NINJA TURTLES +12

And here they are again, but this time in the flesh! And what amazingly agile flesh! It really is, or at least the guys in the suit must be.

You all know what the turtles are, but no matter what type you'll have been dead anything can prepare you for the coolness, fierceness, and downright cuteness.

(?) of the heroes in a half-shell. They are so lovely. And they wind on skateboards, pizza sloshed down the drains into their sewer home. And this is why the film is so good.

Unfortunately it has many bad points too. The effects aren't THAT good, and the action sequences are obviously marred by the immense weight of the turtles costumes, but who cares a flying frog? The movie is funny, fast and furious, these are heroes we can relate to. They do not have any

emotional problems. They don't have to dress up as bats or any other such creature, the only

problem they have is that they are green, bald, and what a lot.

The Teenage Mutant Ninja Turtles never like (never do) time to get here but it was well worth waiting for!

Rob Henderson

COMICS

JUDGE DREDD ANNUAL 1991 Fleetway £4.95

Is it two or ten annals shrinking as page size and increasing in price? No hint!

2000AD ANNUAL 1991 Fleetway £4.95

In comparison to its 30 counterpart, this is possibly the weakest 2000AD annual for some time. It is a mish-mash of strips based on the comic heroes that are currently popular, artists, stories and settings that a regularised Glen Kennedy draws Pegasus 'Teasegar' from days long gone, which is unfortunately the highlight of a rather dull affair.

The original strips, based on Strontium Dog, Judge Dredd, Ground Zero, and Moonmen, are pretty poorly written, and, unsurprisingly to say the least. And artists based around the artists' favourite covers of the last year's 2000AD are now stale.

As one who has collected every 2000AD annual that has been released since 1979, hopefully this is not a mark to judge others by. I should imagine this is the outcome of the sudden influx of new Fleetway titles, and the distribution amongst them of the better artists, making the mainstay title of its label.

Phil Henderson

'MAZING MAN SPECIAL #3 DC \$2.00

The incredible 'Mazing Man is back in the third collection of new adventures since his own title was discontinued in 1985.



Incredible may not be the right word, though, to describe this 32-page, checklist-heavy, with lagger lower shorts, and a brand that looks

like a dog but the title is certainly amazing.

And the strangest thing I don't know why! The cover looks amazingly like a kids one, such as Muppet Babies or the Fleerbury version of Teenage Mutant Ninja Turtles, but it is in the plotting that the real mystery is performed. It is really an amusing look at the more camp and silly subjects in life, the military and future warfare, and you will not walk a grin on your face, but with ideas involving yourself in your head that like can be just like this.

Not a good comic, a great one, the only problem is with it being the fact that it is no longer regular due to most comic fans completely missing the point.

Phil Henderson



Most you, this is the first Judge Dredd annual to deliver the goods, in my opinion.

There is the usual reprint story inside, and as usual here all the pages are reprinted in the wrong order causing confusion. There is one fairly original Dredd story that features the big man in about two issues. The rest of the book contains many test articles and stories based around Mega City One, and there is an enormous Colin McLeod artworked strip in glorious colour that makes this book rather more special than any before.

Why? Because not only is Dredd a main character, but Johnny Alpha and Matt Stronksman, the Strontium Dogs, appear in a part of Book 10. This future story also that allows Alpha have to grasp a little of the 'Third Future' that they are sure to also show that the reader has passed away in another life 2000AD.

Not only do we get this, but there is a wicked Jamie Hewlett cover. Hell no Judge Dredd the magazine. Phil Henderson





ALL TIME CLASSICS



ACCOLADE -
\$79.99/Disk

Pool, bowling,
tennis and then
a quick dash
around the

block in the tank. After push
activity Pk takes a breather
and decides to stick to
computer games.

First we had All Time Favourites,
now All Time Classics: what
next? All Time Big Stinky
Cheat? All Time Funky Fun? Probably
but I wouldn't move, not if Gameline
is anything to go by.

So stick on it then. I mean a
complete set just a few dials and a
manual without the games, and
nobody would pay \$79.99 for that.
would they? Well, the games are all
Accolade ones: three of them are
sport sims and the fourth is a tank
sim (and not a fish tank if you get my
drift). "But what are the games like
silly?"

Well, Soccer and Volley is a

simulation of tennis, and to be
honest it's not that spectacular. In
theory it should be the best you're
likely to get. The controls are fairly
easy to fathom out, and there are
many, many options (for most
Accolade games) and different levels
of shot that can be performed
without much skill involved. But
there's the problem, although you can
play it at three difficulty levels, the
skill factor is more a question of
timing, not a response or reactions
one.

Also the graphics are seen from a
side-on view, which is not very
practical. And when stood up against
International 3D Tennis, that is very
poor in comparison.

T900 has a similar problem,
although it is far more fun to play.
Whether or not this is because it
allows you to channel somebody's
face and actually make it tense and
bared (the graphics do show this) is
rather hard for them. I enjoy it
because it is just about the most
accurate sim of the sport of boxing.

Another unique feature that
distinguishes this from the rest of the
boxing games around is the fact that
not only is the action shown in 3D
from first person, but it is split
screen so both players, if indeed two
players are playing, can have a face-
on view of their opponent. But
unfortunately, although there are
many many options before the fight
there are not so many during and the
play can get a tad monotonous. No
wonder.

Back Fun is about one of my
favourite games, though, and is
certainly the best version that has ever
appeared on this console. Yes, it's
about pool, snooker and many other
table sports. And this is worth
the price of the compilation on its
own.

It is seen from a sort of top-down
view, and it is the way the balls roll
that puts this in the highest grade.
Also it has a rather special way of
selecting the power and accuracy for
each shot by a fictional "throwing of
the cue." And there is even an option



If one was rather young and shy as a child, one might say that this game was a
kind of hero. Now we say that it's a touch of nobility!

Soccer and Volley is not
very good really, too
big even for the old
over a half that seems
to feel as a Hudson
Borden with or without
our friends. Make us
come to see? I'd rather
sit at home and watch
the real thing while
looking after a few
bowl of strawberries
and some rather
spicy champagne.



Fax

Title

T&O stands for Technical Knock Out, but it could also stand for Two Killed Officers, Tasty King Orange or a multitude of things.

Steel Thunder is what you get if you fart in the bath. Barve or Volley is not a game about a stupid German warler.

Rack 'Em was also very popular with the Spanish Inquisition.

for beginners that allows those new to the game to see where they want the ball to go, and the custom determined where they'll hit the gun ball. A great game, although I've not figured Fax for more than one player, so I think you're stuck with having to get a friend to play too.

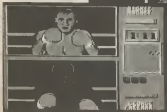
And those three are topped with Steel Thunder, a game released not too long ago, and it is a sort-of 3D Combat Rifle in a tank. There are lots of missions to be completed by yourself and the crew which you command, and allows you load different tanks to take control of. Simulations don't normally come out any way that are this good, and to find this one on the same computer as Rack 'Em is a positive bonus. One thing though, the instructions aren't very clear and the keyboard overlay given with the game on its sole release is spectacularly wrong.

All three games are great, but they are great games all packaged together, and only three owners have certainly got a treat on their hands here.



What's the best get getting his glowing vapours over that planet. It was cruel! I'll say that looks just like my old French Thunder, and I am so I will!

Two men fighting over a rather stupid ball, sounds like a good reason for a whole rolling bunch up to me.



skorebox

G	N/A	8
N/A	N/A	8

overall **85**

FLAME HEAD

By Bill Henderson & Cam Smith





OH MY GOD
SOMEBODY CALL
AN AMBULANCE!

SCATCH THAT
SOMEBODY CALL
THE GAVTECH
THEY MIGHT BE
ABLE TO USE
ONE OF THSE



I CAN SEE THAT WE'RE
GONNA GET ON JUST
FINE WE'LL HAVE TO
GET YOU A HELMET
THAT DOESN'T MELT
THOUGH!



LADY

BONNY

10



OH!



CREAK!!



KRASH!!



CRACK, WE MUST
GO YES?

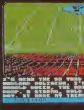
WELL DON'T
ROCKET THE
BOAT!!

MEAN STREETS



US GOLD -
\$14.99 Disk

Tex Murphy, the
only man in the
world with a
sillier name
than Adam Pounpheng, is
back!



Sliding inside the LA Raiders football ground I get a feeling that like the team
I'll never get a rest, but I'm winning and anyway



This looks just my cup of tea!

one is your office I've heard of
people being in love with their
vehicles before but this is taking
things just a tad too far

Anyway, your car can drive
(oddly enough), and it can also fly
(now that really is odd). It may not
be in our list so you can try claim to
being the world's first "supper
detective". Using your car's office you
have to solve the mystery of the
dead professor Lindsey. Lindsey's
silly daughter Sylvia (big surprise)
that with your results full of riddles
(bored) has come to you with a very
odd case. Her dad the prof has
apparently topped himself but she
reckons that he was murdered. As
Tex the Private Eye you have to get
to the bottom of the whole mystery.

You can fly to various locations
around the area. This is done by
inputting co-ordinates into your
navigation computer. This sets your
navigation equipment for you but
you have to fly the beast yourself.
As with any flight and up at a gate
this is more difficult than it sounds.
Luckily for the Texans without
reflexes amongst you there is the
option of autopilot. This takes you
to the scene much faster and
without the usual trial accidents.
When you get to the location
there will be a building of some
sort. This might be a flat, private
apartment or warehouse. The info

Fax

Arrriba!

Tex Mex is not Murphy's brother but a kind of spicy
Southern food. It consists of things like Tortilla Chips,
Chili and Nachos. But if someone offers you a
Poncho then don't eat it because it's a kind of cloak.

You've read the exclusive
interview in fact you have I
hope that you have and have
read the exclusive review! Tex
Murphy (he of the very silly name) is
back in the action adventure game
that dreams are made of. Well, if

your dreams are made of this then
I'd go and see a psychologist.
As the interview, Tex Murphy you
are a private detective at heart. With
your name it was either that or
become an oil baron as there was no
option really. It is the future so your


skorebox

	7		8
	3		7

overall 72


What an ugly mug! It'll be more pleasant extracting information from a Nipper's bottom with a screw!

are a hotbed of clues, and need to be searched thoroughly for hints. Apartments are the homes for suspects and witnesses and they need to be searched.

Warehouses are the hangouts for the criminal elements of society. They will shoot at you with machine guns, but you can retaliate with a handgun. It's a tough arcade experience to beat, but you'll have to get through to complete the game.

And that's about all there is to it. Flying around, searching for clues,

getting new locations, examining objects and questioning suspects. The clues are quite well hidden and the mystery will not be easily solved. However real die-hard fans will find it too arduous for their tastes. You need to be a multiple game fan to really get the most from it.

Graphically nice, sonically a little dull, but a big game that you will either love or hate. We? We're sitting on the fence with this one. Try before you buy.

EMF - Egg Mayonnaise Fajets? Eat More Food? Nope, your mother wouldn't like what it really stands for, but you'll like the band, may love them! Rik did and he was whisked off to Subterania to meet them and do lots of silly things after their finest gig to date.

EMF have got kicked some serious stuff on stage and the NYC team are wondering on the dance floor, when the expansion Uncle (manager of the band) comes chiller over and informs us that the kids are ready for the verbal onslaught I've prepared. After a short while we all decide that not only is their dressing code smart, doing real incredibly noisy, but the beat is completely boring and even in the baggy shorts and T-shirt (Daisy keyboards and speakers) for the band is burning up. We all break outside and sit on a wall in front of the venue.

Soon after, a busman appeared that these kids, these guys, these rappers are absolutely off their trolly, so much so that they even understood what the fuck I was on about, wooo! Apart from this wicked gig they've also played the Town and Country club (one of Britain's most radical of venues) as supposed to tag

FOREST



rappers The Boo Yaw Tribe, which they came out at with a bigger following than before. But the band have only been going since Christmas '88, and were formed through a rather strange source

Gerry explains, 'I had a shop in the forest, like a surf/skate shop, and I used to write EMF all across the back of the shop, and Zak (Glas, guitar), James (Lead Vocal) and myself used to get together and talk



ST RAVE



about starting up a band, EMF like started off just jamming around in Zack's living room, creating stupid ditties. Then we met Ian [Lead Guitar], we took him out and showed him we were in the middle of the night. And our stuff was you going to be in this band? , because he was in a previous band, and he said 'yeh, I'll do it'. And then we got Mike [Drums] and Bill [Bass] and Mike was the last one."

Like I said, out of their time, and



we weren't the only person to end up in the line. When Bill wanted to sign EMF, they had fierce opposition from other labels ("Twenty seven", claims

Derry) and the reason why they signed also had wet connections, "It was 'cause Nick, their A&R guy, he come down and we tested out all

their A&R guys for who was the wildest! Nick come down and done it. He run around the streets naked and then he jumped into a lake in the middle of the night," says Derry.

And now the band has signed to support Aerosmith on his nationwide tour. Derry once again, "It starts on October 12th in Baltimore, I think, and finishes on November 6th. It includes three nights at the Town and Country."

What will they be doing when they have free periods during the tour?

They'll be making mistakes of course, and not sleeping games or nothing. Or at least that what Bill will be doing. "I'll be playing arcade games, can't go without it." This is the stuff we like to hear. What's Bill's favorite game? "All the martial arts ones."

And they even use a computer for mail purposes. This is Ian's cue, who was in the act of "snogging games" (Bill's words) when asked, "What '040027", but that's not what we're interested in. Things can miraculously change though. "What 020 is it? Is that the one for the

game?" What? The Commodore lot is that what you said? That's the one we used! Huh, okay!"

But what every kid who's ever picked up a guitar or drumstick would want to know is how they could get into the pop-top (apart from getting thrown in a lake!). Ian again, "I dunno, just don't go for it! Stick to your dreams!" That and writing brilliant songs, of course, like EMF.

And their favorite joke? "Why didn't I never want to stand next to you? Because even right now!" What a way to go out! It was one o'clock in the morning and we said our goodbyes, but I should imagine we'll be seeing a lot of the band very soon.

Photos by Jeff "Hot Island" Dawg

HEROES



DOMARK -
£14.99 Tape,
£19.99 Disk

Every ladies
dolls on her
perverse wig

and puts in her gruff mode
voice box. Will she find the
ultimate hero or was Bonnie
Tyler calling out for a wimp?

Could I believe my luck or
what? Bond, Batman,
Cyberninja and
Siegwald all at my very own
fingertips. And why not? They're all
beaty dudes, always around when
the going gets tough, they always
get the pretty young ladies, they
sell their weapons (ya-ah), go to
body building evening classes and
obviously eat 3 Shredded not just for
Breakfast. Yes, they're definite
heroes and more importantly all seem
to in Domark's latest civil
compilation.

Remember Domark the drug
smuggling villain, this is your first
test as a hero in Licence to Kill from
the masters of Bond licences the
Dome. This action-packed, three-
part adventure has more gun shots,
explosions and high flying stunts
than the film itself. Your skills will be
tested to all heights in the first part
as you take control of the helicopter
chasing Domark and try to get
down that giant jump. Then its down
to ground for the commando style
action as you climb and shoot your
way to the helicopter with your 100
shot Domark. Your popshot agility will
come to play finally as you lower
Bond out of the helicopter onto
Domark's plane (a lot harder for the
assaultman). You'll need more than
100 more doggie paddles for the
second part as you battle
underwater armed only with a knife
against bloody Domark. If you're lucky
enough to Harpoon the assassin's
companion you could finish yourself a
high speed water ski (it is safety
back to land but not safety in the

third and final chase sequence as
you destroy every tanker in sight
until that Domark boat is found and
sited).

What better hero than
Cyberninja? If in killing murders
not acting ability) would you risk to
get through the toughest game-show
on earth, a game show with a
difference - where the ultimate prize
is not a cuddly toy or a fridge freezer
but life! The Running Man the
computer game from that good old
software house at the big
Grandstand, closely follows the film of
the same name as it smashes their
face-in-kinda way as you transverse
here Ben Richards through the 4



Area 51 has the very bloody invasion, or at least he would if he didn't seem as if
he were made of Legos!



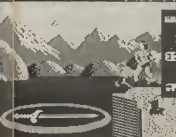
Fantasy Football with Bouncing Man
and his well endowed chest!



game notes defusing all the
malicious guests and backbit. And
our air force were really blasted,
flew about a ground with a rather
sharp looking disk called Sabotage or
Discussor armed with a 1m taffan
chickadee, Dynamite, a human
christmas tree or Pinball a red hot
flame thrower. It's not badies or
cut snow gaming, but computer
gameplay that this one lacks.

From matches to Star Wars
Siegwald comes into play in Star
Wars, the famous Atari Game-Op and

BARBARIAN II



golden shield from Denmark. I say shield as it features three undecaying Wonder Graphics we all grew to love or hate. This one player interactive game has you steering your X-Fighter space ship from one attack wave to another with the ultimate aim of eliminating the Death Star, scoring shoot-on-sig points for various targets depending on difficulty. You start out with a number of shield points, each hit by the enemy or collision with your ship will lose one point closer to an exploding space ship. If this is your type of blast then 'May the Force be with You! Always. Otherwise steer the X-Fighter onto the final game in the quadrilogy.

Barbarian, the Prince creation is by far the most successful hero to emerge onto a computer screen and Barbarian II certainly caused more publicity by using Maria Whittaker clothed in a golden leard bottom and two iron studded boots on a string as a



top than the fan did using her topless! However, I lost more time was spent playing this masterpiece than time spent dealing over the box copy cost it a suprise. The graphics and animation are mind bogglingly awesome and as smooth as Michael J Fox getting out the laughs of scrapes, ignored and valuing gameless read on Barbarian II is an arcade adventure with hack n-slay qualities. You may

be Barbarian or Princess Marlene and fight and find your way through four levels of horrific monsters, blood, gore and sweat. There are numerous magical objects to collect and help you on your quest. For a quick puzzle and monster jump let

the monster ship off your head!

As compilations go this one is pretty damn handy as more of the above are available on budget, so if you haven't already got Barbarian II or Liverton to Kill under your roof then its a bargain as the other two are not that bad either (I'd award it a Victoria Cross!

Fax

Mean Pie

Three of the games are based on films. Barbarian II is not a movie, although it sounds much like one.

Other famous heroes include the bloke in the corner shop for saving some refreshers for me, and my mum who cooks a mean shepherd's pie.

skorebox

6	NA	7
NA	NA	9

overall

80



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